



Edited by PETER LERT



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Hidden and Dangerous

An Introduction to the SAS

by Peter Lert

It was 1941. In a British army field hospital in North Africa, a lanky Scot sweltered in the heat.

This was subaltern (2nd Lieutenant) David Stirling. Only 26, he came from a long line of Scottish warrior aristocrats; the battle of Bannockburn had been fought near his ancestral home, Stirling Castle. Before the outbreak of World War II, the 6-foot 5-inch Stirling had been training for an assault on Mt. Everest. Now he'd come to Africa to help fight the Germans...but he'd run into an unanticipated delay.

He'd initially joined the Scots Guards, but—eager for action—he'd transferred to 8 Commando, commonly called “Layforce” after its commander, Col. (later General) Robert Laycock. Early in the war, Layforce had made significant inroads against the Germans in North Africa. Losses, however, had been heavy; landing in numbers as high as 200 men at a time, Layforce units often met fierce resistance. Now, most of Layforce had been transferred to Crete; the small remainder was a fighting force in name only.

In the meantime, Stirling had met Jock Lewes, an Australian serving in the Welsh Guards. Lewes had scrounged a supply of parachutes; he and Stirling decided these would be the best way to infiltrate small units behind enemy lines, and they started practicing parachute jumps at once. It was an unfortunate landing from one of these jumps that had put Stirling in the hospital.

During the two months in the hospital, Stirling had plenty of time to look back on some of Layforce's less successful exploits and formulate his own ideas. His pencilled memo to Gen. Sir Claude Auchinlek, Commander in Chief for Africa, included the following six main points:

- 1.) *The Germans would be most vulnerable along lines of communication—transport depots, fuel and ammo dumps, and, especially, airfields.*
- 2.) *Large commando raids, such as those attempted by Layforce, made surprise unlikely.*
- 3.) *Small units would be more efficient, particularly if they could be placed stealthily behind enemy lines.*
- 4.) *These units would be trained in parachuting, infiltration techniques by land and sea, and “scrounging”—“Why carry hundreds of pounds of weapons and ammunition into enemy areas when you can steal them from the enemy once you're there?”*
- 5.) *Given the scarcity of military resources, the proposed units would be self-sufficient in terms of planning, training, and—to the greatest possible extent—supply of weapons and equipment.*
- 6.) *Finally, Stirling's proposed units would be ready for combat by November of 1941.*



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Stirling still had a formidable obstacle to overcome: the rigid protocol and chain of command of the Royal Army made it unlikely that his memo would ever get as far as Gen. Auchinlek. Characteristically, he left the hospital on crutches, slipped through a perimeter fence and into General HQ, and took refuge in the first office he saw. Luckily, it was the office of the Deputy Commander Middle East, Gen. Ritchie—who was captivated by the idea and carried it to Gen. Auchinlek.

It also didn't hurt that the Royal Army in general—and its Middle Eastern and North African units in particular—had a soft spot for small, individualistic units under the command of colorful, charismatic officers. The year before, an officer experienced in desert travel and navigation, Major Ralph Bagnold, had formed the Jeep-borne Long Range Desert Group (LRDG); another Major, Russian émigré Vladimir Peniakoff, had spent years among the desert Arabs between the wars and was currently spying in Libya with a handful of picked men. (He would go on to form a highly effective intelligence and sabotage group with one of World War II's most unlikely official names: "Popski's Private Army.") And, of course, every such commander lived in the long shadow of a similar officer who'd served only a few hundred miles east, and less than 25 years earlier: the almost mythical T. E. Lawrence, "Lawrence of Arabia."

With Auchinlek in favor of the idea, Stirling was promoted to the rank of Captain and allowed to raise a unit of 60 men and six officers (most of the latter fellow Layforce veterans). It had long been suspected that Allied communications in North Africa were compromised, so the new small unit was dubbed "L Detachment of the Special Air Service Brigade" in the hope that the Germans would think it an airborne unit of significant size (considering, at the very least, the mythical detachments A through K). A training facility was set up in the Suez Canal Zone, while much of the necessary weaponry and equipment were "liberated" from the nearby supply depot of a New Zealand division that was currently occupied elsewhere (at Tobruk). The men were trained in parachuting, desert navigation, weapons handling, and demolition techniques.

The Detachment's initial deployment was hardly an unqualified success. The Allied situation was far from good, with Malta under siege and the Desert Fox pushing toward Egypt from the west. With his unit trained to a high degree of readiness, and under pressure both to gather intelligence and to harass the Germans in anticipation of a later large Allied operation, Stirling and his men parachuted behind enemy lines in mid-November of 1941 to begin Operation Crusader despite highly unfavorable weather conditions. Some of his transports were shot down; others were forced to land at German-held airfields. Those units that managed to parachute into the African night were separated by high winds from their parachute containers with most of their weapons and equipment. Ultimately, only 22 of them managed to reach the rendezvous points where jeeps from the LRDG were waiting to extract them.



Unfazed—and impressed with the way the LRDG jeep troops were able to extract his men—Stirling redesigned his combat tactics for ground insertion, rather than the dangerous and unpredictable parachuting. Teaming with the A Squadron of the LRDG, the SAS set up an advance base deep in the desert south of Benghazi, where they were tasked with disrupting enemy air movement in anticipation of an operation on 21 and 22 December of 1941.

This operation was considerably more successful. Jock Lewes had developed a compact demolition charge, the “Lewes Bomb,” that weighed only a pound. Placed on top of the wing of a parked enemy aircraft, it would burn a hole through the skin, then drop, flaming, into the fuel tank; a single trooper could carry enough of them to destroy an entire squadron of enemy aircraft. (There were, of course, other means as well. When one of Stirling’s most famous officers, Irish rugby player Patrick “Paddy” Mayne, found himself faced with one more aircraft than he had Lewes bombs for, he simply climbed into its cockpit and ripped the wiring from behind its instrument panel with his bare hands.)

Thus, the Special Air Service was born. In subsequent months, it became Rommel’s scourge in North Africa, destroying some 400-odd aircraft and scores of supply depots and, on at least one occasion, coming close to either capturing or killing the Desert Fox himself. By late 1942, the SAS had grown to regiment strength.

Within the regiment, in addition to “regular” SAS troopers (if anyone in such an “irregular” unit could be so described), were some highly specialized units. The Special Interrogation Group (SIG), for instance, was composed entirely of German speakers (largely Palestinian Jews—the later Israelis—of German descent). Wearing only captured German uniforms and equipment and speaking only German, the deceptively named SIG could move about behind enemy lines with relative impunity. Another unit, the SAS Special Boat Section (not to be confused with other, later SBS units attached to the Royal Marines) used inflatables and folding canoes to penetrate enemy installations by water—for example, to attach limpet mines to German shipping in ports considered secure by the enemy.

Meanwhile, back in the desert, David Stirling carried on SAS operations with his customary panache. Inspired by the LRDG, SAS had developed formidable armed Jeeps of their own. While they often continued to infiltrate German desert airstrips by stealth, another favorite tactic was to simply come driving in out of the desert at high speed, guns blazing, to destroy as many aircraft and supplies as they could in one quick pass before vanishing into the darkness once again. They also did a good deal of old-fashioned spying; in March of 1942, Stirling brazenly drove his own Jeep, christened “Blitz Buggy,” into the German-held dockyards at Benghazi, parked it in a convenient garage, and donning a pair of sunglasses as a disguise, strolled casually about the docks. At one point, he and one of his German-speaking friends even berated a German sentry for his lax performance of duty.



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A major blow to the SAS came during one of their last North African operations when Stirling—by now a Lieutenant Colonel—was captured. After four escapes and recaptures, he was ultimately sent to the infamous Castle Colditz in Germany, a supposedly escape-proof prison. Little did the Germans know that some of the captured RAF pilots at Colditz were busily at work building a glider (the “Colditz Cock”) out of stolen bed slats and curtain fabric, intending to launch it from the roof by a catapult powered by a falling rock-filled bathtub. To the great disappointment of the glider builders, Colditz was recaptured by the Allies, and Stirling freed, before they had a chance to see if their creation would really fly.

In addition to its effect on morale, the major consequence of Stirling's capture was that the SAS no longer had a special champion at HQ. It soon came under the organizational command of other parachute regiments or raiding formations. Nonetheless, it continued as an extremely effective force, by now grown to two regiments (one commanded by Stirling's brother). In subsequent months the SAS and its SBS continued to operate in the Greek islands, and later in Sardinia and Italy.

When the Allies landed in Normandy on June 6, 1944, they found that their way had already been prepared by SAS units; and when the Germans tried to rush reinforcements to the beachheads, they found railway lines and road bridges blown up by small independent SAS units, while others harried them and kept thousands of troops tied up in German rear areas, making them unavailable to fight the invaders. Basic SAS technique was to set up a base in a remote area (forests, mountains, etc.) with good parachute landing zones, then make sorties to attack the Germans. In many of these operations, they enlisted the aid of local underground forces such as the French Maquis; in later operations, their areas of endeavor spread to the Low Countries and ultimately even into Germany itself. Throughout the war, SAS units were effective to an extent far beyond their modest numbers. After all, if a handful of men could not only destroy materiel and interrupt lines of communication, but also keep hundreds or even thousands of Germans occupied looking for them, those Germans were rendered ineffective for other tasks. Similarly, the mere threat of SAS interference often forced the Germans to change their plans.

THE SAS SINCE WORLD WAR II

In the years since World War II, the SAS has remained in existence. It also remains, by choice, a somewhat shadowy organization, one that's extremely reluctant to reveal details about its makeup or operations. SAS teams have served “behind the scenes” in almost every conflict in which Great Britain has been involved, ranging as far afield as fighting insurgents in Yemen, Oman, or Malaysia, operating covertly against drug cartels in South America...or as close to home as Northern Ireland or even downtown London, where an SAS operation stormed and recaptured the Iranian embassy from terrorists in May of 1980. At any time, the regular SAS regiment numbers only about 350 officers and men, but in overt conflicts such as the Falkland Islands or the Gulf War, its effectiveness has been far beyond its modest numbers. For example, it's widely believed that the reason that Royal Air Force Tornados were so effective against many of Saddam Hussein's concealed mobile Scud missile launchers was that most of them were pinpointed and targeted by four-man SAS teams operating—sometimes for days on end without any support—within Iraq.



SAS TODAY

By now, all modern armies have similar small, elite special-purpose units—but it's generally acknowledged that the SAS remains, not only the model for most of them, but also probably the unit with the highest standards, and the one most difficult to join.

No one (whether an officer, a noncom, or an enlisted man) can enter SAS directly; all must have at least three years' service in another army unit. Applications to join SAS are rigorously screened; after that, those candidates in whom the Regiment is interested must pass the standard Army Battle Fitness test.

They then move to the SAS home base (presently at Stirling Lines in Herefordshire, although shortly to be moved to a nearby RAF base) for a grueling 3 to 4 weeks of further physical testing and training, including forced marches (first alone, later in groups) through the rugged Brecon mountains of Wales. The culminating "exercise" is a 46-mile endurance march, carrying 55-pound packs, that must be completed in under 20 hours—regardless of weather. Men have been known to die during these exercises.

Those who make it this far without being "retired" (either voluntarily or summarily) are only at the beginning of their training, and are still far from being accepted into the SAS. Only after another 14 weeks of continuation training, followed by 6 weeks of jungle training in the Far East and 4 weeks of parachute training in England and France, do they receive the coveted sand-colored beret with its badge of a winged dagger and Stirling's original slogan, "Who dares, wins." Even then, they're only at the beginning of advanced training—to which they're traditionally welcomed with the message, "getting the beret isn't nearly so hard as keeping it."

The basic SAS unit is four men. Within the Regiment, troops are divided into four main areas of specialization:

- *mountaineering: including rock and ice climbing*
- *amphibious assault: including SCUBA, submarine operations, underwater demolition, etc.*
- *surface mobility: including assault vehicles and special Land Rovers reminiscent of LRDG operations*
- *airborne assault: including both HALO (High Altitude, Low Opening) and HAHO (High Altitude, High Opening) parachuting as well as more typical "parachute regiment" low-altitude jumping.*

Within a four-man group, there are also four basic areas of specialization in addition to troop specialization: leader, scout, medic, and signaler. Although SAS now uses some of the most sophisticated satellite radios and encryption equipment, they remain unique (at least in the Royal Army) in that they still remain proficient in Morse Code as well, with the basic requirement for signaler at least eight words per minute. (In some cases, old-fashioned Morse is still the best way to communicate over long distances with low-powered, and hence difficult to detect, radios—and in this era of "video game war," the likelihood that the opposition has anyone who can understand Morse Code is smaller all the time!)



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Of course, each man must also be highly proficient in skills such as close combat, weapons, demolition, map-reading and navigation, and emergency field medicine; most are also fluent in at least one foreign language (formerly Arabic and Malay were most common, but now Russian and other northern European languages are receiving more emphasis). Typically, there's enough cross-training and combined skills in any four-man group to enable it to carry out almost any SAS mission, even if one or more men are incapacitated.

A typical tour in the SAS is three years, after which men return to their "parent" units; this not only keeps the SAS fresh, but spreads its unique esprit and skills throughout the Royal Army. Exceptional officers and men may be invited to either extend their tours or return to the Regiment after an interval with their parent unit.

This, then, is the SAS. In playing *Hidden and Dangerous*, you'll join SAS units for campaigns during World War II, when the Regiment was first formed—but the techniques you'll learn are every bit as useful today, and they're still being used every day on both overt and secret SAS missions all over the world. Good luck...and good hunting.

Installing the Game

Place the HIDDEN AND DANGEROUS CD-ROM in your drive and be sure all other Windows applications are closed. If the installation program does not start automatically, click on "My Computer," then on the icon for your CD drive, and finally on the icon for "Setup." Follow screen prompts during the installation process.

For optimal performance, we recommend the "full installation" option. This places more data on your (faster) hard disk and reduces the number of times the (slower) CD drive must be accessed during gameplay.

If you need to uninstall HIDDEN AND DANGEROUS, select the HIDDEN AND DANGEROUS group from your "Start" menu, then click on UNINSTALL.

Starting the Game

Click on the HIDDEN AND DANGEROUS icon. The first time you run the game, you'll be asked a few simple hardware configuration questions. It's best to just accept the program's suggestions; if you have any problems, you can change settings later by clicking on the Hardware Configuration icon in the HIDDEN AND DANGEROUS program group. Once hardware has been configured and you have selected the HIDDEN AND DANGEROUS icon again, you'll be taken to the HIDDEN AND DANGEROUS opening screen.

If you want to set parameters manually, consider the following tips.

- *Triple buffering will speed operation on cards with 8MB or more memory, but not on 3DFX cards.*
- *If your graphics card has 6MB or less memory, select the Low detail textures to ensure smooth graphics and gameplay.*
- *If you decide to use a higher screen resolution (i.e. 1024x768), your graphics card must have at least 8MB of memory.*



Game Menu

MENU 1



This menu appears after the short opening animation and allows you to choose whether to start a game, set options, etc. Select any item by placing the mouse cursor on it (it will enlarge) and either left-clicking or pressing ENTER.

- Start New Game
- Start a New Game (Single Player)
- Selecting a Game Profile

The first time you start the game, you will be asked for a name to be used with your "profile." Each time you exit the game, your score and the current state of the game are stored in your profile.

The next time the game is started, all available profiles are displayed. To pick up where you left off, select the desired profile and press ENTER. To start a new profile, select <create new> and choose a new profile name. To delete any stored profile, select it and press the DEL key. Warning: deleted profiles cannot be restored.

NOTE — Profiles are updated at the end of each mission. Scores for all completed missions are also stored in the profile and affect all subsequent missions.

Campaign Selection

MENU 2

Gameplay in *HIDDEN AND DANGEROUS* takes place during six separate campaigns, each of which is further divided into individual missions. Just as in real life, each mission must be completed before the next can be started; and all the missions in a given campaign must be completed before moving on to the next.



The first time you start *HIDDEN AND DANGEROUS*, only the first campaign is available; it's the only one shown in color, and the only one with associated text. Campaigns that are not yet available are shown in black and white.

- *Each campaign includes an animated Intro, which can be started by pressing "Play Intro." The Intro can only be viewed if the campaign is available (i.e., in color).*

Mission Select

Once you've selected a campaign, this menu allows you to choose your mission. This menu functions in a similar way to the CAMPAIGN SELECTION, with unavailable missions "grayed out." When you first begin a campaign, only the first mission is available; thereafter, new missions become available one at a time. Each new mission will provide text explaining its goals. The story line runs through all missions within one campaign. Move on to the next menu by pressing "OK". You can return to previous menu by pressing "Back".

- *You can replay any previous mission anytime you wish. To find out what equipment is at your disposal after completing preceding missions, or what losses you have suffered, select the mission by pressing the left mouse button and choose "Mission status". A display with all necessary information appears. To return to the Mission select menu, press "Back".*

Selecting Your Team

MENU3



When playing the first mission of a new campaign, you need to choose the soldiers for your team. Pictures of available soldiers appear near the left border of the screen; buttons above and below them allow you to scroll through the list of soldiers.

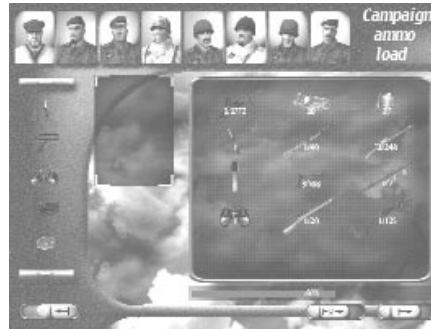
You may choose up to 8 soldiers for each campaign; their pictures will appear along the top of the screen. Choose a soldier by left-clicking on his name. His photo, a short bio, and a window detailing his skills will appear in the middle of the screen. If you are satisfied with his abilities and wish to have him on your team, press "Add a man to team". He is then added to the list of chosen soldiers. Continue until you have completed your team; you may take fewer than eight soldiers if desired. To delete a soldier, select him by left-clicking his picture on your team lineup, then click on "Remove a man from team." When your team is complete, move to the next menu by pressing "OK". To return to the previous menu, press "Back".

- *If you prefer not to choose soldiers yourself, use the button "Auto set-up". The computer will choose 8 soldiers at random.*
- *You can add or delete soldiers by double-clicking with the mouse.*
- *Tips on choosing soldiers are provided below.*

Equipment Selection

MENU4

To carry out a mission, you need to select the weapons and equipment the soldiers carry into action. Choose suitable weapons by scrolling the column on the left-hand side. At the beginning of the game, only Allied weapons are available, but as campaigns progress, you can capture enemy weapons and equipment as well. By the last campaign, you should have collected quite an arsenal!



The weapons selected for each campaign are arranged in a large window at the right side of the screen. Data about the weapons is displayed in a smaller window in the middle of the screen. To add any weapon, click on it, then click on "Add item." The weapon, with basic essential ammo, will then appear in the large window. The figures under each weapon show the number of weapons and quantity of ammo carried.

You can add other weapons by pressing button "Add item", and more ammunition by pressing "Add ammo". Remember, though, that weapons and ammo are heavy—your men can carry only a limited quantity of each. The progress indicator under the larger window shows the load they are carrying (in percent of the total possible).

To remove items you don't need, click the item, then "Remove item" or "Remove ammo" as appropriate. Proceed to the next menu by pressing "OK". Return to the previous menu by pressing "Back".

- *If you prefer to let the computer select your weapons for you, click on "Auto set-up". The computer will choose an optimum selection of weapons and ammunition.*
- *Some campaigns may require special equipment, such as time bombs. Special equipment is automatically added to the list when you use "Auto set-up". Naturally, you can modify the list according to your needs.*
- *You can also add or delete weapons by double-clicking the mouse.*
- *Strategy for choosing weapons is described in a special chapter.*

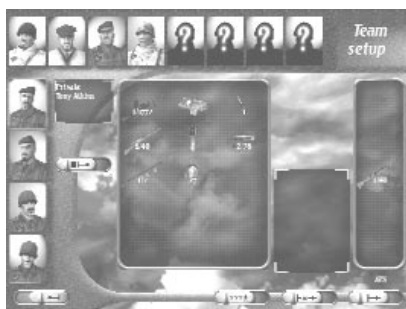
Briefings

You will get all the necessary information concerning the mission via a written and audio briefing, taking place over a 3D map of the area. Important points are in red. First, you'll be briefed on the specific goals of the mission, next on the most significant dangers, and finally, you'll see some suggestions as to the simplest way of carrying out the mission. The order and methods of tackling each task are entirely up to you.

- You can go back to the briefing whenever you wish during the play by pressing the key F1.
- Stop the briefing whenever you wish by pressing the key Esc.

Setting Up Your Team

MENU 5



This is the menu you will work with most often. You'll select four men (the basic unit of the SAS), and choose how they'll be equipped for each mission. Remember, though, that if you lose a man during the course of a mission, you cannot replace him until you have completed the entire campaign — "Once you're dead, you're dead." Any weapon left behind on the battlefield is also lost.

On the other hand, if you capture any enemy weapons, you may use them in subsequent missions.

Soldiers that you have chosen for a campaign appear at the top of the screen. Clicking on any soldier, then on the "Add a man to the team" button, will place him on your four-man mission team (displayed at screen center). To remove any soldier from the list, right-click on him, then click on "Remove a man from team". Choose other soldiers in a similar fashion. You may choose fewer than four soldiers if you wish.

The next step is to equip your soldiers. When you click on the image of a chosen soldier, a column with information about the weapons he's carrying appears on the right-hand side of the screen. The weapons available to your unit are shown in the large middle window. Just as in the previous menu, you can transfer, add or delete weapons as required. Remember that there are limits to how much anyone can carry; the percentage of what a soldier can carry is displayed on an indicator at the bottom right corner of the screen. When you've chosen and equipped your men, click on "OK" to proceed on or "Back" to return to the previous menu.

- If you prefer to let the computer select your weapons for you, click on "Auto set-up".
- To view any information about an individual soldier, left-click on him, then click "Soldier info".
- Strategy for selecting the correct men for a mission is described in a special chapter.

Debrief Menu

This is displayed after completing a mission. You will be given the result of your mission, the quantity of ammo used, and your losses. If the mission was a success, the next mission will become available to you. If you have finished the last mission in the campaign, the next campaign will become accessible.

NETWORK PLAY

Up to four players may play *HIDDEN AND DANGEROUS* over a network. Network play parameters must be set up before a network game can be started.

SETTINGS

Choose the type of connection desired: direct (cable between two machines), modem, or network. Left-click or press ENTER to cycle between available options.

MODEM CONNECTION FOR DirectPlay

This type of connection allows only two players. Select the type of modem used, then enter the telephone number to be dialed; if you leave the DATA column blank, your modem will wait for a call from the other player.

SERIAL CONNECTION FOR DirectPlay

This connection uses a direct serial cable between two computers and supports only two players. A Microsoft Windows inset screen will appear to allow you to set communications parameters, which must be identical for both computers.

IPX CONNECTION for DirectPlay

This connection allows up to four players to participate over a LAN. It is not necessary to set parameters.

INTERNET TCP/IP CONNECTION FOR DirectPlay

This connection type allows up to four players to participate via the Internet. (If no connection parameters are entered, it will also work on a LAN.) For Internet play, input the IP address and port number.

If other network connections are active on the computer, they'll appear on this menu. Parameter selection may be necessary for some types; others may operate without parameter selection.

PLAYER'S NAME

Enter the name you wish to use for network play.

START NETWORK GAME

In a network game, one player's computer becomes the HOST, while other players log in using the JOIN function. Before clicking on CONNECT to start a network game, all communications parameters must be set correctly (see above).



To begin a network game as host, first click on CONNECT, then on HOST GAME. Select a player profile from those stored on the HOST computer; then you'll see the message "Waiting For Other Players."

Additional players join the game by clicking on CONNECT, then on JOIN [HOST NAME]. As soon as the first additional player has logged in, the START THE GAME command becomes available on the host computer, as well as a list of players logged in.

NOTE — Wait until all the players you expect are listed on the HOST computer before starting the game. Once the game has been started (by clicking on START THE GAME), no additional players can log in.

- *The maximum number of players is four: one host and three client players.*
- *If the JOIN [HOST NAME] message does not appear on the client computer(s) after "Waiting for other players" appears on the host computer, check network and communication parameters.*
- *If the names of client players don't appear on the host computer after they've clicked on the JOIN [HOST NAME] command on the client computers, check network and communications parameters.*

NETWORK GAME RULES

Once the client computer(s) have connected with the host, the game can begin. Major elements of gameplay are controlled from the HOST computer. These include selection of the campaign and mission to be played, as well as selection of team members and equipment (weapons and ammo). Prior game status (which campaigns/missions and team members, etc.) is based on the profiles stored on the HOST computer; profiles generated in single-player games can be used in network play, and vice versa.

While only the host computer can make mission and equipment selections, the selection menus are displayed on all computers connected.



Therefore, selection of characters and equipment should be discussed among all players before the HOST player makes the choices. While selections are being made on the host computer, any player can enter a “chat” mode by pressing F4. Any message you type will be sent to all connected players when you press ENTER.

Once a network game has started, the host computer will assign a soldier to each connected player. You can change among soldiers the same way as in a single-player game, but each character can only be controlled by one player at any time. If you try to control a character already assigned to another player, that player's name will appear above the character's head. If there are fewer than four (human) players, the host computer will control one or more characters. You can switch into any of these characters any time you wish.

Load/Save Menu

If you need to take a break from the game, you can SAVE it at any time. Press ESC during play to choose from three options - Resume, Save, Quit. If you choose Resume you will return to the game without saving it.

Choosing Save will save the current status of the game. Note you only have one save “slot” per mission and profile; subsequent SAVES during the same mission will overwrite what's been stored earlier. It's not a bad idea to SAVE from time to time on general principle — this will help you recover in case there's a system or network crash.

To load a saved game, go to the Mission selection menu. To play, simply click Load for the mission you want to return to. If you choose Quit you will exit *HIDDEN AND DANGEROUS* completely.

Note that both single-player and network games can be saved. However, a network game can only be saved to the HOST computer.

- *Whenever any player switches to the map view or any of the menus, the game will halt temporarily for all connected players.*
- *If you aim a weapon at one of your own team (“friendly fire”) using the external sight, the aiming cross (F2) will turn red and the character's name will appear above the soldier you're aiming at.*
- *If your character is killed and there are no other (computer controlled) characters available to switch into, you can still watch the rest of the gameplay as a spectator.*
- *Conditions to end a mission (successfully or otherwise) are the same as in single-player mode.*
- *You can send messages to any other player during a mission by pressing F4.*



OPTIONS

These screens allow you to set controls, sound levels, and graphics parameters.

CONTROLS

This menu allows you to redefine any and all keys used in *HIDDEN AND DANGEROUS*. To change any key assignment, click on the desired function, then press ENTER. The original key will be replaced by a blinking exclamation point. Press the new key to which you want to assign the selected function.

There are more key assignments than will fit on one screen; scroll up and down as required to see the entire list.

SETUP MOUSE: In this menu, you can set mouse sensitivity and swap directions.

SOUND SETUP: Select music or game sounds with the mouse, then use the left and right cursor keys to change the volume.

CREDITS: Roll the credits for the game.

EXIT: The program will ask, "Yes" or "No". If you confirm "Yes", you will return to your Desktop.

Getting the Action Ready

Strategy for selecting your men in a campaign.

At the beginning of the game you have 40 men at your disposal. Each man has a "mug shot" and a listing of his own particular skills and personal history.

The individual skill ratings are:

SHOOTING

Gives info about the accuracy of his shooting. A soldier with 100% value of SHOOTING always hits the target he is aiming at. This would be an ideal soldier to use as a sniper. Soldiers with lower SHOOTING ratings will not be as accurate, but can still be deadly with automatic weapons.

REACTION

Gives info about the speed of his reactions. This characteristic is not apparent when you control the soldier directly. However, when the computer is controlling a soldier with higher values of REACTION, he reacts to enemy's fire much more readily.

STEALTH

Soldiers with greater stealth are harder to see and hear, and therefore have a better chance of moving undetected behind enemy lines.

STRENGTH

This parameter determines the amount of equipment and weapons that the soldier is able to carry. The higher the value, the more he can carry.

ENDURANCE

This parameter determines what injuries the soldier can endure. The higher the value, the more hits he can survive.

You are allowed to select 8 soldiers for a campaign. A good marksman will definitely be very useful, because in most missions a sniper represents your best weapon. Really good snipers are rare in the game; if you lose one in a mission, it will probably be best to replay the mission. Soldiers with an average shooting ability are suitable for providing cover, and are very effective when equipped with an automatic weapon. Soldiers able to carry heavy loads are useful as carriers of light machine guns and bazookas. The importance of being able to react quickly will become apparent once you send the soldier against the enemy. If he has an automatic weapon and enough ammunition, he'll emerge as the winner from most encounters.

When choosing a soldier, bear in mind that if you lose one of your soldiers, he is lost for the duration of the campaign. The missions become more difficult and demanding as the game progresses, so you should try to save the best and most capable soldiers for the final stages of the game. Let us remind you again that once you lose a soldier, he is lost forever!

Choosing Weapons and Equipment for the Campaign

There are many types of weapons and equipment available in this game, each of them suitable for a different purpose. It is, however, possible to divide them into several categories:

SNIPER RIFLES

Equipped with a variable magnification telescopic sight. In the hands of an experienced sniper, this is a superior weapon.

SUBMACHINE GUNS

An ideal basic weapon. Effective against groups of enemies and in interiors (such as inside buildings). Can go through a lot of ammunition in a short time unless carefully used. Not particularly accurate at long range.

MACHINE GUNS

The best weapon to be used when you are outnumbered. Can only be fired from prone position, and requires a great deal of ammunition.

BAZOOKAS

This weapon can be devastating, especially against a high concentration of enemy armor. It is the only weapon with which an individual soldier can destroy a tank. Its main disadvantage is the heavy weight of both the weapon and its ammunition. In addition, its backblast requires that it be fired only from a standing or kneeling position (not prone).

HAND GRENADES

There are two types of hand grenades used in this game. Timed hand grenades explode 6 seconds after being thrown and are ideal for clearing interiors. Contact hand grenades explode on impact and are, therefore, more suitable for fighting in open terrain.

MINES

Mines are automatically armed as soon as they are placed. Anti-personnel mines are 100% lethal to soldiers who step on them (and they cannot distinguish between friend or enemy). Anti-tank mines reliably eliminate tanks and any other vehicles.

PISTOL

Suitable as a stand-by weapon, in case your soldier finds himself without any rifle or submachine gun ammunition. Limited range and accuracy. May not kill an enemy immediately except with a head shot.

KNIFE

If you manage to creep up close enough to an enemy soldier, you can save some ammunition...and the knife is silent.

SIGNAL FLARE

Illuminates surroundings to let you see the enemy nearly as well as in daylight. Unfortunately, he can see you just as well.

UNIFORMS

If you use a disguise and wear an enemy uniform, you won't be recognized. However, anyone may slip up and reveal himself.

EXPLOSIVES

The goal of some missions is to destroy equipment. Charges with timing devices are suitable for this purpose.

CAMERA

Not essential for any mission, but if you'd like a memento, you may take a snapshot at any time. It will be stored in the HIDDEN AND DANGEROUS home directory.

BINOCULARS

Enable you to watch your enemy from great distance.

RADIO TRANSMITTER

Essential in certain situations. When switched on, provides a homing signal for artillery or bombers.

The basic combination of weapons can be similar for all campaigns. It definitely pays to take a submachine gun for each member of the team, as this is the most versatile personal weapon available. You have 4 men in the unit; consider that some submachine guns may be lost in the battlefield. It is also essential to have enough ammunition. Each soldier may fire 100 - 130 rounds in the course of one mission. Another essential weapon is a sniper rifle: not only can you pick off enemies from a safe distance, it also uses very little ammunition (ideally, one round per kill).

Light machine guns are useful in most of the missions, but are heavy and use a great deal of ammunition (at least 300 rounds per mission). It's also a good idea to take some hand grenades, as these are invaluable for clearing groups of soldiers and in interiors.

Mines can prove very useful against enemy vehicles as well as personnel. For skirmishes at night, you will need flares, and if you should come upon some heavy enemy armor, several bazookas could be your only chance. Make sure to have a few pistols - just in case you need them in an emergency. Even though you can capture some equipment from the enemy, it is always better to have your own equipment in sufficient quantities.

- *All weapons available are described in a special chapter.* •

The Mission Briefing

Follow the instructions given about the mission and your goal very carefully. Divide your men in such a way that the loss of one man will not seriously affect the whole mission. Sometimes you can recover weapons from your killed comrades, but don't count on it. If the mission involves enemy armored vehicles, make sure that you are equipped with anti-tank mines and bazookas. Don't forget the machine guns; their range and rate of fire are superior to that of submachine guns.



Strategy For Selecting Men and Weapons

When selecting your team and determining how to equip your men, consider your mission requirements very carefully. Try to capture as many weapons from enemies as possible.

When choosing your men, consider the type of the mission they are to carry out. Think about the necessity to salvage all the weapons from the battlefield; the amount of equipment your unit can carry is always limited, and it's vital to "stretch" it whenever possible.

Before you go into action, consider carefully how to use each man during the mission. For instance, to be effective, a sniper has to concentrate entirely on his target, and thus needs another man to cover him during action. A machine-gunner will probably not carry any side weapon, and thus also needs cover. Always make sure that your men have sufficient ammunition; otherwise, they are of very little use. If the fighting is to take place in interiors, make sure each man is issued at least two (delayed-action) hand grenades.

ACTION!



- Soldier's Movements
- Controlling the Views
- The game offers several viewing options.
- 1st Person View

This view, in effect, "makes you the soldier you are controlling," and allows you to "see through his eyes." If you are holding a weapon in your hands, you will see that weapon's "sight picture." Moving the mouse changes both your direction of view (and the aim of your weapon) and your direction of movement. This is an ideal view for both general movement and for shooting. The - and = keys cycle through the 1st person and external views.

VIEW 1



External Views

In this case, you see your character from the rear and can follow his actions. You can move your viewpoint in and out (- and = keys) as well as up and down (successive presses of the \ key). This view works well when your soldier is crawling or moving through obstacles. You can shoot while using this view, either with or without the external sight.

VIEW 2

To activate the external sight, press the F2 key. A line of fire and sighting cross will appear.

INFO 1

Controlling the Soldiers

While playing, all the functions are controlled by means of the keyboard and the mouse. You can re-define keyboard functions in the menu or directly in the game. The standard keyboard is arranged thus:

Hero Moves

TAB, Shift + TAB	.Select soldier (cycles through soldiers)
1, 2, 3, 4	.Select soldier directly
Cursor LEFT	.Move left
Cursor RIGHT	.Move right
Cursor UP	.Move forward
Cursor DOWN	.Move back
Shift + cursor Up	.Run forward
Shift + cursor Left/Right	.Move left/right faster and roll if in prone position
Alt + cursor UP	.Silent move
Ctrl	.Fire / Prepare weapon / Throw hand grenade
Shift + Ctrl	.Special hand grenade throw
R	.Reload magazine
X	.Jump
A	.Turn left
D	.Turn right
W,S	.Change pose
Mouse move	.Turn around
Left mouse button.	.Fire / Prepare weapon / Throw hand grenade
U	.Use gun, vehicle, light, Get item, Get inventory from dead soldiers, move up and down ladders
Right mouse button.	.Rotate body
C	.Center body (straight ahead)
Right mouse button held down, move mouse forward	.Zoom Sniper Scope

Commands

HomeFollow me!
 EndStop!
 Page UpMove on!
 InsertHey!
 Page DownHold your fire!
 DeleteCancel last command to active soldier

Inventory

[,]Change inventory
 ENTERUse item / Free hands
 ENTER pressed 3secDrop item

View control

\Change elevation
 - , =Change distance; cycle between 1st and 3rd person view

Game control

F1Replay briefing
 F2Toggle external sight on/off
 F11Display Mission Objectives
 Space Barshift to overview (strategic) map

Using Your Inventory

There are many objects available in this game, each used in various ways and for various purposes:

WEAPONS

- Sniper rifles

When you select the sniper rifle, you must use the 1st person view. A telescopic sight will be projected on the screen when your soldier stops moving. To zoom the sight, hold down the right mouse button and move the mouse. Fire by clicking the left mouse button. A soldier's ACCURACY rating is most critical when using the sniper rifle. If it's high, the shot will almost always be in the center of the sight. Remember to watch the ammo info displayed in the upper right-hand corner of the screen.

Note — You will find more details about shooting from the sniper rifle in a special chapter.

- Submachine Guns

When shooting from submachine guns, any view can be used. If you're using the 1st person view, use the sight of the weapon to aim at the enemy; use the external sight for external view. Most submachine guns available during WW II could not fire a single round; a single press of the trigger will fire a short burst of shots. Use this when shooting at a group of enemies.

Note — Keep track of the ammunition in the magazine. Before charging into a room, make sure that you have enough ammunition to shoot a burst of shots. Reload the magazine if necessary.

- Machine guns

Capable of a high rate of accurate fire, the machine gun is an extremely powerful weapon. Its disadvantages are the weight of both the weapon and its ammunition, and the fact that it can be fired only from the prone position (soldier must lie down before firing). Thus, placement of the weapon before you commence firing can be critical.

Note — You should assign at least one additional man to protect the machine gunner at all times.

- Bazooka

This weapon is most effective at short range. Use its sight to aim at vulnerable areas of enemy armored vehicles (for example, a round may not penetrate the heavy armor on a tank turret, but it can destroy the tracks and bogies). Two or more rounds may be required for a heavily armored target.

To use the bazooka, the first mouse click will ready it for firing, and the sights will slide out. If you move at this point, the weapon will automatically be resafetied. Once you have aimed, the second click will fire the bazooka.

Note — When shooting at a moving target bear in mind that the bazooka round flies much more slowly than a bullet; lead the target slightly to compensate.

- Flares

A flare allows you to see the terrain during night missions. After being fired, it flies up to 50m and illuminates terrain with white light. Your soldier will normally shoot it straight up; if you wish to shoot in a forward direction, the soldier has to bend forward.

Note — Using the flare allows you to see the enemy much better. However, it means that the enemy will see you very easily too.

- Pistol

This is a back-up weapon which cannot be used while the soldier is running. If you are standing still and press the trigger, the soldier pulls out the gun and the sight appears. This gun stands no chance against automatic weapons of the enemy.

Note — Due to its small caliber and low muzzle velocity, the pistol is not a very effective weapon. However, you can still kill an enemy with it and capture his equipment, provided you hit the right spot. Aim at his head.

HAND GRENADES AND EXPLOSIVES

- Hand Grenade

When throwing a hand grenade, you can regulate the length of the throw. If you keep the mouse button pressed for a few seconds, an indicator showing the throwing power will appear. There are two types of hand grenades available. The delayed-action hand grenade is suitable for combat taking place in interiors; you can even throw it around a corner or into a room by letting it bounce off a wall. The contact hand grenade is suitable for outside fighting and for providing cover, because it explodes immediately on impact.

Note — The hand grenade is usually less effective than most people would think. If you throw it into a room, be cautious going in, as surviving enemies might still be hiding under a table or behind furniture.

- Mines

Mines are most effective when used in large numbers. However, if you expect enemy traffic in a certain area, a small quantity of mines might prove to be very effective. When expecting enemy armor, mine the probable access routes along which the enemy is likely to advance. To lay a mine, choose it from the inventory and then use it.

Note — Caution! The safety pin on the mine is removed immediately after it has been laid on the ground, so it represents a threat to you and your soldiers as well as to the enemy.

- Explosives

Used in a number of missions. Choose the most effective spot for laying the charge. Set the time delay of the explosion by using the Forward/Backward buttons for movement. Press “U” again and the time remaining to detonation will start ticking off. The time remaining to detonation can be seen in the upper right corner of the screen.

Note — Caution! This explosive is very powerful, with large blast radius effect. Keep a safe distance. You should also consider the possibility of chain-reaction explosions around you as well.

DISGUISES

- Uniforms

If you succeed in getting hold of an enemy uniform or some civilian clothes, you can wear them and move about behind enemy lines undetected. This can be advantageous in many situations. However, every disguise is blown with time so it is necessary to avoid staying in the same place for too long.

Note — Avoid using weapons (except captured ones) when disguised if you don't wish to be discovered. A man wearing an enemy uniform but using an Allied weapon is somewhat conspicuous!

MISCELLANEOUS

- Knife

A useful silent weapon, provided you manage to get near enough to the enemy. Of course, it does not need any ammunition.

- Camera

You can take a screenshot whenever you wish. The pictures are stored in the *HIDDEN AND DANGEROUS* root directory in PCX (Paintbrush) format.

- Radio transmitter

Allows you to control fire of your supporting artillery. Transmitters are used for marking coastal targets that can be blasted by the Navy from a distance of up to 20 km. After you've planted the transmitter, the crew of the ship locates and aims at the exact position, until the target is destroyed. Naturally, your unit needs to get to a safe distance before the shooting commences, so a timed delay is necessary before the transmitter switches on.

- Binoculars

If the visibility is good and the enemies alert, they can discover you at a distance of 300 m. Therefore, proceed cautiously and use your binoculars to survey all suspicious-looking places and discover any enemy who might be hiding.

Using Weapons and Objects Found in Missions

There are plenty of objects to be found in missions. Some of them can even be captured and used both immediately and in subsequent missions. There are several kinds of these objects:

FIXED WEAPONS

These are usually installed on vehicles or on guard towers. It is impossible to take them with you, but if they are loaded, you can use them in place. These fixed weapons are mostly modified versions of your machine guns or searchlights. In some missions, you may be able to control the cannon of an enemy tank. If you manage to eliminate the crew, approach the weapon from the back and press the USE button ("U" key). You will then be able to aim the weapon with the mouse and shoot by pressing the FIRE button. If you wish to control a tank or a cannon, search the item until you find the correct spot. This will then allow you to use it.

Note — Use as many enemy weapons as you can; save your own ammunition. When fighting in vehicle garages, you can use the weapons installed on cars.

VEHICLES

You can use many vehicles found in the missions. Find the driver seat, then press the “U” key. Provided you manage to get into the driver’s seat, you can drive the vehicle (if there is enough fuel in it, that is). You can shoot and throw hand grenades from some places in some vehicles (for instance, the back of a truck). You can switch over into a member of the team riding on the vehicle; you will be able to drive the vehicle even though you are not switched directly into the driver. You can damage the vehicle if you hit something. If a vehicle is hit by enemy fire, it may explode, killing all aboard.

Note –

- *If you are being pursued by enemies in a vehicle and you manage to eliminate them without blowing the vehicle up, you can use the captured vehicle yourself.*
- *If the vehicle has a weapon installed on it, it can be used whether the vehicle is stationary or in motion.*
- *Shots from handguns present no danger to armored vehicles; use this to your advantage.*
- *Use vehicles for blocking the enemies’ access routes.*
- *Cause chaos in the enemies’ car-park by blowing up some vehicles.*
- *You can even drive the vehicles in the interiors of buildings.*

MISCELLANEOUS EQUIPMENT AND WEAPONS

Look around carefully and search for the enemy arsenal; you may be able to get some weapons there. Other weapons may still be boxed. Look for boxes with hand grenades and Panzerfausts (German bazookas). To collect objects, stand next to the object you wish to pick up and press the “U” key. If your man is already carrying too much, he will be unable to pick it up. In this case, you can discard some unnecessary weapons or leave the object behind.

Note — You can obtain quite a lot of equipment in this way, which just might help you to accomplish your mission. While moving through the mission area, keep your eyes open for unexpected goodies.

ACQUIRING WEAPONS FROM FALLEN SOLDIERS

It is possible to obtain weapons from both your own and enemy casualties. Stand next to or on top of the dead soldier and press the “U” key. In place of your inventory, the inventory of the person being searched appears. Having chosen an item, press ENTER and the object will be transferred into your inventory. If you are over-loaded already, you will hear a rejection signal. Press the “U” button again to return to normal.

Note — Always try not to leave your weapons behind on the battlefield. You have only a limited quantity of ammunition and weapons, so time spent searching fallen soldiers for weapons is well spent.

DIALOGUE WITH CIVILIANS / CAPTIVES

In some missions, it is possible to talk with certain characters. The dialogue is automatically activated as soon as you approach them. Listen carefully; you might gain some important information.

Note — Avoid shooting aimlessly. Don't shoot at civilians. They might provide you with important information.

CONTROLLING FELLOW FIGHTERS

You have up to 4 soldiers in each mission. While you can control only one at a time directly, other soldiers can carry out orders issued either on the map, or in real time. How to control your soldiers using this map is described below.

SWITCHING BETWEEN SOLDIERS

You can see the soldier you are controlling in the center of the screen (provided you have not selected the 1st person view). In the lower part of the screen are icons showing the state of all four soldiers on your mission. The active soldier is highlighted. You can cycle through the soldiers by hitting the TAB or Shift + TAB keys (forward or reverse cycle), or select them directly using numbers 1 through 4. As soon as you change to a different soldier, the appropriate icon is highlighted. Soldiers not under active control or specific orders guard their positions and automatically defend themselves when attacked.

REAL TIME COMMANDS

In some cases, you can issue commands directly to other soldiers. This can be sufficient for most control purposes. There are 5 such commands you can issue by using hot-keys; these are described under CONTROLLING THE SOLDIERS. The active soldier will call out the commands in the direction he's facing, and all soldiers within 15 meters will hear him. These are the commands:

Real Time

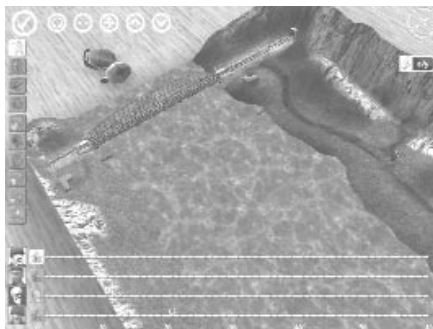
Follow me ! Soldiers run in the same direction as you, while covering each other.
Stop! Soldiers halt and survey the surroundings.
Move on! Soldiers move slightly ahead of you.
Hey! A soldier standing in your line of fire moves out of the way.
Hold your fire! Everybody holds their fire and waits for you to start shooting.

Note — The "Follow me!" command can be used in a situation when you need to move the whole group somewhere else. While you are moving, the rest of soldiers are running in a loose formation behind you. As soon as you stop, the soldiers take up wing positions (depending on their number) and cover your flanks.

Map Mode Strategy (Overview Map)

When coordination is very important, it is possible to program more complicated actions on the overview map. You may switch over to the map by pressing the SPACE BAR. The game pauses, giving you a chance to plan and program the action without worrying about time. In this chapter, you will find out how to use the map.

MAP 1








Changing the Map View

To be able to plan the action in detail, you may want to zoom or rotate the map display. Clicking on the icons with the mouse controls the view of the map.

MAP 2

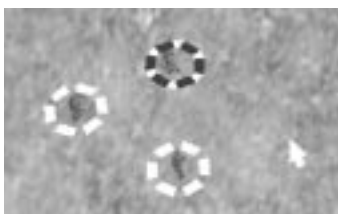
Icons

1.  This icon cancels map mode and returns to the game (same as hitting the SPACE bar).
2.  Use this icon to rotate the map. Keep the left mouse button depressed and move the mouse left or right.
3.  This icon zooms the map in and out. Hold the left mouse button down and move the mouse up or down.
4.  Press and hold the left mouse button on this icon to shift the map around the screen.
5.  If there are any multi-story buildings in the game, you can switch from floor to floor by using this icon.

Note — You can also control the map without using these icons. When in the map mode, you can shift the map by pressing the right mouse button. When you press both buttons on the mouse simultaneously, you can rotate the map, and zoom in.

MAP 3

Map Information



The map shows the position of your soldiers. Green circles indicate Allied soldiers. A rotating circle indicates the currently active soldier. A circle with black stripes indicates a dead soldier. You can switch between soldiers on the map by clicking directly on the soldier, or on his icon in the bottom part of the screen.

Note — If you switch to another soldier, the map shifts and turns in the same direction as the soldier is facing.

The map also indicates the position of enemy troops, ringed in red. A red circle with a black stripe means that the enemy soldier is dead. Only enemy soldiers visible to your soldiers are visible on the map.

Note — Use the map to establish who is shooting at you.

Positions of civilians are also indicated on the map (if they appear in a mission). The civilians are shown in blue.

MAP 4



This map makes orientation in the terrain much easier. The compass in the upper right-hand corner of the screen turns simultaneously with the map. Find the direction in which you need to move, then switch back to game mode.

MAP 5



This map also indicates positions of all hardware and stationary weapons on the scene.

Programming the Soldiers

The main function of this map is to enable you to program major, time-synchronized actions for your men. The line of icons in the left part of the screen and the four timelines (one for each soldier) at the bottom of the screen serve this purpose.

After you have issued a soldier with an order, the program will determine the time necessary for carrying out the order and move that soldier's icon along the timeline for a distance corresponding with the duration of action. You can discard any icon by marking it with the mouse and pressing DELETE. You can shift the icons along the timeline to synchronize soldier's actions. When you have programmed all the soldiers as required, you can exit the map mode and switch back to the game. The soldiers will immediately carry out their orders.

MAP 6



If you decide to switch to a soldier while he's executing a programmed action, the program is interrupted and you can control him directly. If you then switch to another soldier, the previous soldier will continue his original instructions.

There is no point in programming more than 3 soldiers. During the game, one soldier will always be under direct control.

Explanation of Map Commands



MOVE

After pressing this icon you can mark the point to which the soldier should proceed. A line is drawn pointing out the route he will take. You can "stack" several of such icons, one after the other. When carrying out this task, your soldier will be listening carefully for any suspicious sounds and will survey his surroundings constantly for trouble. If he is ambushed or if he spots an enemy, he will take the necessary action.



FOLLOW

When issuing "FOLLOW ME!" during play, your soldier will be assigned to follow another soldier. You can then click on whoever the soldier is to follow. Use this in a situation when you want one soldier to follow the route of another.

Note — When determining whom the soldier is to follow, you can also use the icon in the bottom part of the map.



USE

Point out the object the soldier is to use. If you point him to a fixed machine gun and click GUARD, he will fire it at any enemy within range.



USE INVENTORY

Instruct a soldier to use an object from his inventory. He can exchange his weapons, or lay a mine or a time bomb.



ATTACK

If you see an enemy on the map, you can command one of your soldiers to attack.



GUARD

The soldier holds his position, keeping watch in the direction you have indicated. As soon as he spots an enemy, he starts shooting.



WAIT SIGNAL

Used to coordinate action between soldiers. When a soldier encounters this signal, he will hold his position. He will resume his programmed orders upon hearing either a shot or the real-time "Hey!" command. If attacked while waiting, he will defend himself automatically.



STAND

Soldier stands up.



KNEEL

Soldier kneels.



LAY

Soldier lies down.

Note — When a soldier receives a command to move to another location, he will move in whatever stance was commanded last. Bear this in mind when programming your soldiers and adjust their stance as necessary.

CONCLUDING A MISSION

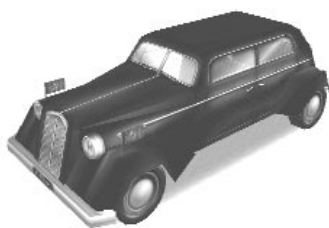
The mission ends after you have fulfilled all the assigned tasks, or when you fail to carry out the key goal of the mission, or when all your men are lost.

Achieving a Mission Goal

If you have carried out all the tasks of the mission successfully, and at least one of your soldiers has survived, the mission has been completed and the next mission or campaign will become available. If you've lost three soldiers, you might want to consider re-playing the mission, since the losses may otherwise limit your choices for future missions.

Failing a Mission

If all the members of your team have been killed, or the goal of the mission is not achieved, or if a friendly VIP is killed, the mission ends with failure. Subsequent missions will not be available until earlier ones have been carried out successfully.



Description of the Objects Available in the Game

This chapter explains which objects you can use in the game.

Objects in Inventory

ITEM 01



Military binoculars suitable for medium distance surveillance of enemy.

Magnifying power: 4x

Weight: 0.25 Kg

ITEM 04



In several missions you come across locked doors. Find the key to unlock them.

ITEM 08



Anti-tank mine used mainly against armored vehicles. Explosion is concentrated to penetrate armor.

Weight: 11 kg

ITEM 09



Anti-infantry mine used for elimination of infantry. More dispersed explosion.

Weight: 6 kg

ITEM10



A TNT based explosive or plastic explosive equipped with time detonator.

Weight 1.5 Kg

ITEM11



A special medium sized camera for espionage use. Press F10 to capture a screen shot and store it (in .PCX format) in the HIDDEN AND DANGEROUS root directory.

ITEM13



System for radio homing, used by Navy and Air Force. Once activated, it automatically calls in artillery or air strikes.

Weight: 2 kg

ITEM33



Coding and decoding equipment. The Allies discovered and cracked this equipment before the start of the war. Without the key to the code, the equipment is quite useless. Aboard ships, they used to keep the key to the code on a special type of paper that dissolved in water, preventing the key from falling into the wrong hands.

Weapons

ITEM12



Colt model 1911-standard US Army semiautomatic pistol (usually issued to officers).

Calibre: .45

Effective range: 40 m

Magazine: 8 cartridges

Weight: 1.2 kg

ITEM14



Sten gun

Submachine gun used by British Army.

Calibre: 9mm Effective range: 160m

Magazine: 32 cartridges Weight: 3.7 kg

ITEM15



MP 40

Submachine gun used by enemy paratroopers (commonly called "Schmeisser").

Calibre: 9mm Effective range: 150m

Magazine: 32 cartridges Weight: 4.70 kg

ITEM16



MP 44

German assault rifle designed for paratroopers.

Calibre: 7.92 Effective range: 700m

Magazine: 35 cartridges Weight: 4.3 kg

ITEM17



Johnson M 41

Standard American Army rifle.

Calibre: 0.30 Effective range: 400m

Magazine: 5 cartridges Weight: 4.75 kg

ITEM 18

Lee Enfield Mk 4

One of the best sniper rifles.

Calibre: .303 Effective range: 800m

Magazine: 5 cartridges Weight: 4.2 kg

ITEM 19

K 98

Enemy (German) sniper rifle.

Calibre: 7.92mm Effective range: 1500m

Magazine: 5 cartridges Weight: 5 kg

ITEM 20

Bren gun

Submachine gun. Modified type ZB 26.

Calibre: 7.62 Effective range: 600m

Magazine: 30 cartridges Weight: 8 kg

ITEM 21

Browning

Light machine gun used by British Army.

Calibre: 0.30 Effective range: 1500m

Magazine: ammunition belt Weight: 14 kg

ITEM 22

MG 34

Standard German light machine gun.

Calibre: 7.92 Effective range: 600m

Magazine: 30 cartridges Weight: 8.5 k

ITEM 23

ZB 26

Czechoslovakian light machine gun.

Calibre: 7.62 Effective range: 600m

Magazine: 30 cartridges Weight: 9 kg

ITEM 24

Panzerfaust

Enemy anti tank rocket launcher, based on a rocket with a chemical warhead.

Weight: 8 kg

ITEM 25

M1A1 Bazooka is the American anti tank weapon.

Weight: 13 kg

ITEM 26

Enemy hand grenade

(Nicknamed "potato masher" due to its wooden handle and round shape.)

Weight: 1 kg

ITEM 27

British hand grenade

Mills grenade dating from the twenties.

Weight: 0.7 kg

ITEM 29

Knife, Fairbairn and Sykes

Combat knife used by Commando units and SAS since 1939.

Weight: 0.3 kg

ITEM 32

Flare gun used primarily for lighting terrain at night. Can also be used for signaling.

Weight 1 kg

Vehicles**CAR 1**

WV 82 Kubelwagen

4 seat, 3 places to fire from, 4x2 jeep

Engine 24hp/3000rpm, 4-cyl, 85cc

Weight: 725 kg Maximal speed: 80 km/h

CAR 2

SdKfz. 251

2 seat, 1 place to fire from, 1 standing place - fixed machine gun, Semi-caterpillar armoured transporter

Engine 120hp/2000rpm, 8-cyl, 11752cc

Weight 9000 kg Maximal speed: 60 km/h

CAR 3



Opel Admiral

4 seats—cannot shoot from this car. 4x2, 4-door limousine

Engine: 75hp/3200rpm, 6-cyl 4-stroke OHV, 626cc

Weight: 1540kg Maximal speed: 132 km/h

CAR 4



Opel-Blitz 3,6-36S

2 seats in the cabin, no shooting - 2 standing places in the back, shooting possible from these, 4x2 3300 kg truck

Engine: 68hp/2800rpm, 6-cyl, 3626cc

Weight: 2500kg Maximal speed: 85 km/h

CAR 5



Mercedes

2 seats inside the cabin, no shooting -2 seats in the back, shooting possible, 4x2 3500kg truck, Engine: 60hp/2800rpm, 6-cyl, 3600cc, Weight: 2700kg Maximal speed: 75 km/h

CAR 6



BMW-R75 motorcycle

1 drivers seat (no shooting) - 1 sidecar seat with fixed machine gun Sidecar motorcycle

Engine: side-valve 26hp/4400rpm, 2-cyl OHV, 745cc, 4-stroke

Weight: 410 kg (with sidecar), Maximal speed: 92 km/h

CAR 7



Panzerkampfwagen IV

1 seat for the driver - 1 seat - the gunner Supporting infantry tank

Engine: 300hp, Maybach HL 120 PRM

Weight: 20 000 Kg Maximal speed: 42 Km/h

CAR 8



Panzerkampfwagen VI Tiger - SdKfz 181

1 seat - the driver - 1 seat - the gunner, Heavy war tank

Engine: 694hp, Maybach HL 230 P45

Weight: 56 900 Kg Maximal speed: 37 Km/h

BOAT



Gunboat

1 place - the pilot - 2 standing places to fire from - 1 standing place, fixed machine gun. A modified river boat.

Weight: 3500 Kg Maximal speed: 15 Km

AIRPLANE



Avro LANCASTER

2 standing places, possible to fire from 1 seat in the rear turret (no shooting possible) - 1 seat in the upper turret - fixed machine gun, Heavy bomber, Engines: four Rolls-Royce Merlin XXIV, 12 cylinders. V block, liquid-cooled engines of 1,620 hp each

Maximal range: 4,070 km

Maximal speed: Fully loaded - 462 km/h

Uniforms

ITEM 03



Camouflage uniform used for COMBAT OPERATIONS in Arctic or winter conditions.

Weight: 2 Kg

ITEM 05



Standard British SAS uniform.

Other British Army Services use similar uniforms.

Weight: 2 Kg

ITEM 06



Civilian - It is possible to use civilian disguise to move unnoticed through enemy territory.

Weight: 2 Kg

ITEM 07



Standard German uniform. Other German Army Services and SS use similar uniforms.

Weight: 2 Kg

Hidden and Dangerous

The Combat Manual

How to Use the Combat Manual

Introduction

This Combat Manual contains suggestions and information designed to help you understand the strategy of controlling your soldiers. All tactical recommendations contained in the manual are designed especially for the Hidden and Dangerous game. Even though the game is built to reflect reality as closely as possible, some situations may differ slightly from real combat situations, as practiced by the members of special forces.

Remember - these are suggestions, not necessarily hard and fast rules. Improvise!

"No plan of action survives the first contact with the enemy."

—attributed to Karl von Clausewitz, On War

Using the Drawings

Most suggestions are accompanied by schematic drawings. When required, the drawings include numbers, marking individual soldiers, and letters, indicating individual points of tactical steps or stages.

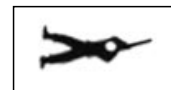
Legend



Standing Soldier



Crouching Soldier from side



Rifleman



Walking Soldier



Soldier throwing grenade



Sign for movement



Walking Soldier without rifle



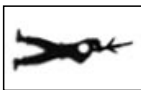
Soldier with bazooka



Sign for grenade throwing and forward field of fire



Skulking Soldier from side



Soldier with machine gun



British grenade



Crouching Soldier from side with rifle



German grenade

Combat in Open Country

Long Distance Combat

Combat in open country and long distance combat have a lot in common. Passive reconnaissance is used in this type of combat: rather than planning a full-scale attack, select targets for weapons effective in long distance fighting (sniper rifle, machine gun). All attacks are usually concentrated at one or two target points, ideally fairly close to each other. You can use either targeted (sniper) or non-targeted (machine guns or other weapons) fire to soften-up an enemy position. This may provoke an enemy response, so it's important to provide cover for each member of the squad.

Movement

Troop Posture

Movement in the upright (standing) position should be used only in the most urgent situations for fast crossing of short distances. This kind of movement should not be used without cover being provided by other squad members.

Movement in the crouched position can be used for fast and relatively safe progress in open country with other squad members providing cover.

Movement in the crawling position is the safest way of protecting yourself against enemy fire. The slow rate of progress is the only disadvantage. It is ideal for reconnaissance.

Movement in open terrain forces soldiers to minimize their silhouettes. Figure 1 indicates a soldier standing up, and hence very vulnerable in open country; the soldier shown on Figure 2 is in the correct position.



Fig. 1



Fig.2

When moving from point to point, the squad should move in a way that will hide them from enemy patrols. Try to utilize all covering terrain obstacles between you and enemy, even the smallest obstacles! The soldier in Figure 3 is incorrectly positioned; the soldier in Figure 4 is correctly positioned for movement.



Fig. 3



Fig.4



Moving as a Team

Reconnaissance

Reconnaissance in the open country is of the utmost importance. Enemy machine gun posts lie everywhere waiting for soldiers who are not careful. Squad members with the highest STEALTH levels should be selected as the reconnaissance patrol. The higher these levels are, the lower the chance of being discovered by the enemy. The reconnaissance soldier should move forward in stages, carefully surveying the terrain with the binoculars or the rifle telescopic sight as he goes. He should not engage in combat, unless acting as a sniper in part of a wider plan. In some areas it may be necessary to provide cover for the reconnaissance soldier.

Forward Movement in Formation

Firing cover is necessary during any movement in open country. Figure 5 shows forward movement of the squad with cover being provided from one side by a machine gunner and by the other squad members.



Fig. 5

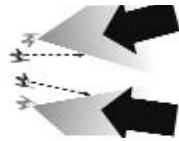


Fig. 6



Fig. 7

If you are not sure from which side the enemy will attack, choose the alternative shown in Figures 6 and 7. Red arrows indicate the direction where trouble is expected. During movement, try to be in control of the moving unit. If you have to respond to any sudden surprises, your squad is able to take cover and react to the enemy attack.

Lateral Movement in Formation

If you know the approximate position of the enemy and are sure there is an immediate threat, you can use the alternative method indicated in Figure 8. The first moving squad member takes the reconnaissance role here. The remaining squad members provide cover in the direction of anticipated enemy attack. It is recommended that you control the moving soldier directly in case of any unexpected occurrences.



Fig. 8

If you suspect that your opponent could be ahead of you, use the alternative method indicated in Figure 9. In this case allocate one team member to cover the advance of the other soldier.



Fig. 9

You can use these tactics for movement to both the right and the left. Where the terrain incline is steeper, your advance is slower. Remember, when you're high up, it's easier for the enemy to spot you.

Retreat

If enemy resistance is too strong, try to retreat and regroup. If you are under enemy attack from only one side, use the tactics indicated in Figure 10. A soldier armed with a rifle or non-automatic weapon should retreat first, covered by fire from submachine gun and machine guns. Soldiers armed with automatic weapons should begin their retreat only after the others have taken their supporting retreat positions.

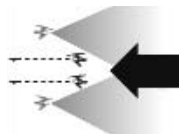


Fig. 10



Fig.11

Should the enemy attack from both sides, use the tactics indicated in Figure 11. Try to merge both attacks into one and eliminate them with fire from automatic weapons.

Should the enemy attack from three directions, then you've been surrounded and have no other option than to try and find the best way to retreat under fire. Lots of luck!



Firing

Weapon Effectiveness

Weapons and their use are described according to their usefulness in specific situations:

Sniping

In long distance combat, a sniper is a formidable asset and a fearsome opponent. He usually takes the role of the reconnaissance soldier, surveying the terrain for light infantry units. You should use him to soften up the enemy positions, and it's a good idea to allocate him at least one partner armed with an automatic weapon. This is both because a sniper rifle is not an ideal weapon for close combat, and because the sniper must concentrate only on his target. Your sniper should be the man with the highest SHOOTING level in the squad. Control him personally, as this is the best way to select the required targets.

The Machine-Gunner

The machine gun is a devastating weapon in experienced hands. However, it is relatively unwieldy, so it's absolutely necessary to protect it against attacks from the sides.

If you are moving into an area that is obscured by fog, darkness, etc., it's a good idea to shoot into the area ahead. This fire may not cause heavy losses to the enemy, but it will force him to squat down, decreasing your chance of being discovered. (Don't do this with a machine gun, however, as its muzzle flashes will reveal its location to the enemy.)

The Rifleman

The rifle is, despite its relatively low rate of fire, a fairly effective weapon in open country. It differs from the submachine gun in being more accurate and of larger caliber, giving it greater range and allowing it to cause greater damage per shot.

The Submachine Gun or Automatic Rifle

Close range combat is best for the submachine gun; in long range combat, it suffers from its lack of accuracy. In open country, the submachine gun is suitable for supporting roles (see Attacking as a Team - Common Situations) and for providing covering fire.

The automatic rifle combines the advantages of both the submachine gun and the rifle, due to its high rate of fire and good accuracy at long range. This type of weapon is suitable for the majority of combat situations.

The Pistol

The pistol is only suitable as a reserve weapon when your ammunition is getting low. Its only real advantages are its small size and weight.

Attacking as a Team - Common Situations

Negotiating High Terrain in the Open Country

Large obstacles such as hills or large buildings can make progress through the terrain very difficult. Figure 12 indicates bypassing such an obstacle. First of all, reconnaissance men are sent to the left and right sides of the hill to survey the area (best equipped with binoculars and automatic weapons). Then the two remaining squad members approach one side of the hill and take up their firing position there. The reconnaissance man from the other side of the hill will be the last to get there.

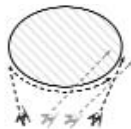


Fig. 12



Fig. 13

When trying to get your man (e.g. your sniper) to the top of the hill, follow the instructions on Figure 13. Recall your reconnaissance man and allow him to move slowly towards the top together with another member of the squad providing cover. Proceed slowly, similar to the attacking a plateau. Throw hand grenades onto the top of the hill before you reach it.

Attacking a Hilltop Plateau

By "plateau" we mean a flat area on top of a hill or other terrain obstacle. If you suspect that the enemy occupies it, proceed according to Figure 14. First send two team members as reconnaissance to the foot of the hill (best equipped with binoculars and automatic weapons) with the rest of the team following slightly behind. If you're spotted, try to get to the foot of the hill as fast as possible in order to get cover from enemy fire (see Figure 15). Before reaching the top of the hill, throw a hand grenade. Run up to the top with your soldiers only after it has exploded.

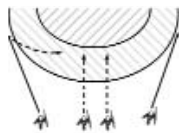


Fig. 14



Fig. 15

If there's a higher point than your target plateau in the vicinity, try to occupy it with a machine gun or sniper, it may help you to eliminate or weaken the enemy's defenses on the plateau. But beware! Your enemy may do the same thing, so watch out for enemy snipers located on top of any hills.



Attacking from a Plateau

Once you have secured the plateau, you have an invaluable opportunity to eliminate any opponent located below you. According to Figure 16, allocate one or two squad members to cover your rear and move your man carrying the machine gun to the edge of plateau. Quickly choose your targets, using binoculars or the telescopic sight on your sniper's rifle, and commence firing. It is very difficult to take cover against such an attack, and providing you have the situation fully under control, you may try to launch a sortie with one or two team members (see Figure 17).



Fig. 16



Fig.17

Laying Traps

Some more aggressive opponents may try to move up on you once you've been spotted. Use this characteristic of the enemy to lay ambushes for them in the terrain, see Figure 18. The most important factor is to fire a short provocative burst from the edge of the terrain obstacle, then move back quickly to get out of the firing field of your own soldiers.

Determining the Direction of Enemy Fire

Determining which direction the enemy fire is coming from may sometimes be difficult. If you're retreating, try to locate the enemy by their tracer rounds (day) or muzzle flashes (night). Both situations are shown in Figures 19 and 20.



Fig. 19



Fig.20

Using Hand Grenades and Explosives

Hand Grenades

The German "potato masher" assault hand grenades explode on impact and are recommended for long distance combat in the open country. British hand grenades explode after a short delay, so any unevenness in the terrain may cause the grenade to roll away from the target before it explodes. Specific uses of the hand grenades are described in the section Attacking as a Team - Common Situations.

Mines

Effective use of mines is possible only in open country when laying traps for tank units, etc. However, laying mine fields may prove tricky should you forget where you laid them!

Timed Charges

This type of explosive is useful for the destruction of specific targets, rather than in direct combat.

Bazookas and Panzerfausts

These missile type weapons have a devastating effect, not only on enemy armored combat vehicles, but also on enemy troops. Their relatively low accuracy and high weight are their only disadvantage

Tips

- *Never engage in individual combat when in open terrain. Cooperation of the whole team leads to success.*
- *Don't forget to use binoculars for long range surveillance.*
- *Use supporting fire from automatic weapons.*
- *Provide cover for the rear of the group.*
- *None of the above standard situations provides all the answers. Improvise!*

Close Range Combat

Street Combat

Close range combat differs from the combat in the open country in that reconnaissance combined with the use of hand grenades, provoking fire, and luring enemy soldiers into ambushes are all heavily used. Traps and various ambush points are commonly used around the intricate terrain. These aspects force soldiers to search for alternative ways to allow them to attack the enemy from the rear.

Movement

Troop Posture

Movement in an upright position may be used only in the most urgent cases for fast crossing of short distances.

Movement in a crouched position in the streets of a town is relatively safe if other team members provide cover. Short distances are preferred.

Movement by crawling is the safest way to protect oneself against being spotted and put under enemy fire. Slow progress is the only disadvantage. Soldiers in a prone position are vulnerable from attacks from above (e.g. from a church tower). When looking around a corner, always do so lying down; this is because your head offers a smaller target than the whole body.



Moving Forward

Always move forward along a wall in a crouched position. If you are in the middle of the street, lie down. When you are approaching an intersection, proceed according to Figure 21 and keep to the side of the street from where you are expecting any trouble. An unprepared enemy is less likely to notice you. Don't forget to check up the opposite arm of the intersection from time to time.

There are situations in the streets when it may be necessary to run from one intersection to another. If you are alone, this can be very dangerous. Proceed according to Figure 22. First of all, find out how far the enemies are in the street marked A (see Reconnaissance). Should the enemy be too close, try to find another way to eliminate the enemy. The last variation is an extreme solution for a lone fighter. Should the enemy be quite far (50 m or more), an individual soldier may attempt to run across the street. Again, this is a very risky maneuver! Sometimes the enemy will try to pursue you; if so, it is advisable to wait a little after crossing the street and check behind.

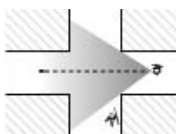


Fig. 21

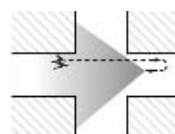


Fig.22

Other tactics in the streets are very limited, but in a pinch, almost anything is possible - snipers, grenade throwing, etc.

Moving as a Team

Reconnaissance

In intricate streets, you cannot operate without reconnaissance. Reconnaissance in streets differs from open country in that it is more aggressive and not limited to just surveying and monitoring targets. The reconnaissance soldier should stay in continuous contact with his fellow men; they can help if he gets in trouble.

His first task is to find enemy positions not visible to his team where enemy snipers may be operating. It is necessary to evaluate these positions and establish where the enemy snipers are aiming. Based on this information, it is possible to designate positions where the squad could eliminate the snipers. If you are able to catch the enemy snipers unaware, try to eliminate them immediately. Remember: One forgotten enemy sniper represents at least one dead comrade!

If you are not sure whether there is an enemy around the corner, see Figure 23. Throw a British (time delay) hand grenade against the wall of the building opposite and then listen. If you hear any screams of injured enemy soldiers, you have confirmation that there was someone behind that corner. If you don't hear anything, you cannot really be sure, but nobody will kill you from close range whilst they are crouched down protecting themselves against the explosion.

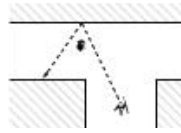


Fig. 23

As soon as you get to an elevated position, immediately carry out a reconnaissance of the vicinity. You always see more from higher positions, and the surrounding area may be suitable for a sniper position.

Forward Movement in Formation

It is definitely safer to move alongside buildings; the walls provide full side cover with street lampposts providing partial cover against enemy fire. For movement through the streets, use the instructions provided in Figure 24. A machine-gunner and a sniper lie in the middle of the street (both of them are effective for longer distances) and the men armed with submachine guns move alongside the buildings (they are effective for close distances). If there is a row of street lights, place your sniper and machine-gunner in a way that will allow them, in case of need, to take cover behind the street lamp posts. After your submachine gunners have taken their positions, move the other team members forward as close as possible to the walls alongside submachine gunners. When you are sure that there is no danger, you may move all your men forward. Don't forget to check the rear of your group occasionally.



Fig. 24



Lateral Movement in Formation

If your whole team is pinned down by a wall, it is better to spread your men all the way across the street. See Figure 25. Start the maneuver by first moving the two members who will be able to provide covering fire for movement of the remainder of the team. Now carefully proceed with the third soldier moving into position at point A. Execute a quick reconnaissance and continue to point B. Follow up by moving the remaining member of the team. You are now in a situation similar to Forward Movement in Formation.

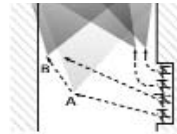


Fig. 25

Retreat

Should you come across opposition that's too strong, consider retreating. If you're attacked from one side in a narrow corridor or street where there is no chance to retreat, see Figure 26. The large arrow indicates the direction of enemy attack. Riflemen and soldiers armed with non-automatic weapons should be moved back first. Covered by submachine gun fire, they should take defensive positions and provide covering fire for the retreating submachine gunners. Because everything in street combat happens at a substantially shorter range than in the country, the submachine gunners have to move in phases. First move to point A and provide fire support to the remaining team members; only then do they run to point B.

Sometimes it is possible to retreat around a corner. If so, see Figure 27. First, pull your soldiers back to point A under covering fire provided by the other team members. Now comes the risky phase of the maneuver, when you have to retreat with the remaining two soldiers to point B. The soldier marked number 2 retreats first, followed under covering fire by number 1. Should the enemy press too hard, it is possible to retreat with both soldiers at the same time, but this is more dangerous. Soldier number 4 retreats behind the corner last. Now retreat soldiers number 1 and 2 to point C. The remaining soldier then retreats behind the corner.

Another method is to retreat to both arms of the T-Junction. See Figure 28. Using this method, move the whole team to the edge of the intersection. Then recall the soldiers that are further away from the T-junction, followed by the rest of the team. Should the enemy press too hard, you may retreat the whole team simultaneously, but again, there is a high risk of loss.

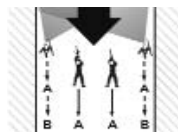


Fig. 26

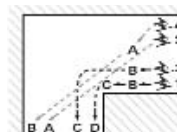


Fig. 27

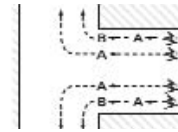


Fig. 28

Firing

Weapon Effectiveness

Weapons and their uses are listed according to their usefulness in a given area (i.e. the submachine gun is best for combat in interiors, etc.)

The Submachine Gun or Automatic Rifle

A submachine gun or automatic rifle is a very effective weapon for urban combat, because the fighting is usually at very short range. It is advisable to equip at least three members of the team with submachine guns for street combat (even specialists, such as the sniper). Soldiers equipped with these weapons can then provide covering fire.

The Machine-Gunner

The machine gun is suitable for use in long streets as heavy fire support, but proves a bit clumsy for fighting in small lanes. It's generally recommended for support fire only. The long period of time required for setting it up is its only disadvantage.

Sniping

Sniping is ideal for assaults, traps and ambushes in town combat. A good sniper is also a priceless asset in eliminating enemy snipers. The sniper in your team must be the man with the highest SHOOTING level. Try to control him personally and select the most important targets.

The Rifleman

The rifle is not very useful for short-range combat. Low rate-of-fire and the small magazine put the rifle at a disadvantage against a submachine gun.

The Pistol

The pistol is suitable only as a reserve weapon when the ammunition is getting low. Its only advantages are its small size and light weight.

Attacking as a Team - Common Situations

Moving Past Narrow Side Streets

Enemy soldiers may be hiding in narrow side streets leading to main avenues, so it's very important to be careful when moving past such a street junction. Figure 29 indicates how to make a survey of such a street. One team member covers the entry into the lane while the second one quickly side steps to the middle of the lane, firing bursts or throwing hand grenades. Then move to the other side of the lane. Never stop or retreat to your original starting point. Any hanging around might cost you a team member. Side stepping past the lane may be substituted with sideways rolls or somersaults.



Fig. 29



Moving Past Intersections

Moving through an ordinary intersection may present a difficult obstacle under combat conditions. It is a maneuver that can require a great deal of coordination.

Figure 30 provides instructions how you might pass through a T-shaped intersection. Start by placing a submachine gunner or machine gunner at the mouth of the street and follow that up by a quick run by the rest of the team to the other side of the street. Once on the other side of the street, pick a soldier to lie down at the other corner to provide covering fire for your last soldier.

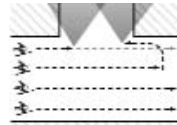


Fig. 30

Figure 31 describes a situation in which an enemy attack may come from one side. Start by moving two soldiers to point A; they should have a good view of the opposite streets. The second phase is to move one soldier up the street and follow up the arm of the intersection where you suspect the enemy may be located. The inside team members move simultaneously to points marked B. In the following phase, the soldiers closer to the enemy fire a burst into the street and lie down. The remaining members of the team provide cover from points marked C. In the last phase, the remaining soldiers will move to position D.



Fig. 31

If you think the enemy may be down both sides of the intersection, first consider whether different routes are available in the area. If there is no other way, you may try a risky alternative consisting of two-man groups moving simultaneously to both sides of the intersection (see Figure 32). Start by moving your soldiers into positions where they can see directly into the opposite sides of intersection (points A). Then simultaneously fire bursts into both sides of the intersection (points B).

Throwing a British (delayed action) hand grenade into the side streets of an intersection may be added to any of these movements, as described in the section Reconnaissance.



Fig. 32

Attacking Barricades

Barricades and roadblocks are often used in towns. Overcoming such an obstacle, defended by a dedicated garrison, may prove to be an almost impossible task. Your best bet is probably to fire at the barricade with a machine gun or rifle before commencing any attack; follow up with moving very carefully forward. Even if the defenders seem to be eliminated, there may be more in reserve. To make sure, throw two to three hand grenades over the barricade, eliminating any remaining defenders hiding behind it.

Using Hand Grenades and Explosives

Grenades

German assault hand grenades (for direct attack, etc.) and British timed hand grenades (for throwing with rebound, etc.) are both recommended in short range urban combat.

Mines

Mines are not very useful in the short-range urban combat.

Timed charges

This kind of explosive is only suitable for the destruction of specific targets and therefore not very useful for direct combat. Parked tanks and armored vehicles are an exception to this.

Bazookas and Panzerfausts

These weapons have devastating effects, not only on enemy armored vehicles, but also on troops. They're also effective when against street barricades. Their only disadvantages are relatively low accuracy and high weight.

Tips

- *If you decide to take individual action, always plan well and don't forget the remaining members of the team. Only the cooperation of the whole team will lead you to success.*
- *Never neglect reconnaissance and conduct a thorough search of locations where snipers could be hiding.*
- *Use supporting fire from automatic weapons.*
- *Provide cover for the rear of the group.*
- *None of the standard situations provide all the answers! Improvise!*

Combat in Interiors

Combat inside buildings resembles street fighting. It is completely dominated by the use of automatic weapons and hand grenades. Reconnaissance is very difficult due to the many hiding places available to the enemy. The close conditions make soldiers vary the tempo of the combat between wild shoot-outs and careful surveillance or even the use of explosives. This makes all indoor combat extremely dangerous.



Movement

Troop Posture

Movement in an upright position is dangerous indoors for the same reasons as mentioned above. Its main advantage is the ability to start moving fast. However, you will make yourself a larger target for the enemy.

The crouching position is relatively safe in narrow corridors even without cover by other team members. The only serious danger is in large halls or rooms, where slow movement will give the enemy more time to see you. Despite this, it remains the safest and most effective way to move indoors.

Crawling is the safest way to avoid being discovered by the enemy. However, it is often less than ideal indoors because of the slow pace and low agility of the crawling soldier. Nevertheless, you'll find it very handy in some situations. (see Attacking as a Team - Common Situations).

Moving Forward

Always move alongside walls in a crouching position. Larger spaces should be crossed by running. Remember, there may be an enemy waiting behind every corner, so stop before each turn and survey what lies ahead (see Moving as a Team - Reconnaissance). Other obstacles that require the soldier's attention are stairs. Overcoming this obstacle is described in Moving as a Team - Common Situations - Reconnaissance.

Moving as a Team

Reconnaissance

Reconnaissance in interiors is closely tied to a combat activity. You will find more on this in the section Attacking as a Team - Common Situations - Reconnaissance.

Moving Forward

Moving the team forward is difficult because of the limited space available; it's impossible to have any type of squad formation. Therefore, it's useful to divide the team into two equal groups. The first group watches ahead and the second group the rear (Fig. 33). One soldier (No. 4) in the second group should be standing in a position where he is able to support the front group with covering fire if necessary.

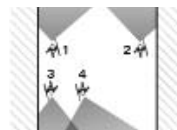


Fig. 33

Follow Figure 34 when advancing. First, move soldier 1 -- if you wish to cover his movement, turn soldier number 4 to face the front. Now shift soldier 2 and then, quickly, number 4. It is possible to cover number 4 by turning number 2 around so he is facing the rear. Last, shift number 3 into the space between numbers 1 and 4.

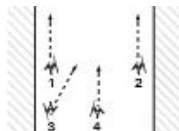


Fig. 34

You will usually have two soldiers moving along a passage (see Fig. 35). Both of them will be aiming forward, but from time to time check the rear. When advancing, take turns covering each other.



Fig. 35

Moving in Large Rooms

Similar rules apply for movement in large rooms. It is very important to move along the sides and keep watch of all the entrances through which enemies might approach. You will find more on this in chapter Close Range Combat - Street Combat.

Retreat

Should the opposition be too heavy, you may have to retreat. Any attempt at retreating in buildings is complicated by the limited space. Retreat along the walls, with covering fire coming from the middle of the passage.

Another variation is to retreat along one wall while one member of the team, positioned by the opposite wall, provides the cover.

During the retreat you'll need covering fire from an automatic weapon (sub-machine gun, machine gun, etc.). If there is a heavy concentration of enemy soldiers, it is useful to throw a timed hand grenade just before you start retreating. An attacker will definitely be unpleasantly surprised at what he finds instead of you. (Remember-don't try this with a German "potato masher" contact grenade.)



Firing

Weapon Effectiveness

The Submachine Gun or Automatic Rifle

Just as long-range combat is dominated by the sniper rifle, indoor combat is dominated by the submachine gun. Its advantages include high rate of fire, large magazine capacity, and the speed and ease of use; it's a devastating weapon in shoot-outs. Always be sure to reload the magazine after even the most minor encounters with the enemy. There's nothing worse than running out of ammunition and having to reload during a shoot-out!

The Machine Gunner

In spite of its awkwardness, the machine gun can prove to be a very effective weapon in interior combat. It is mainly suitable for providing cover, or for creating a stationary firing position. It is not suitable for a swift attack or defense.

The Pistol

As opposed to other situations, the pistol can be used relatively effectively in interior encounters.

The Rifleman

The rifle is a somewhat unsuitable weapon for interiors. Due to its low rate of fire and small magazine, it is really only a supporting type of weapon.

Sniping

Sniping is limited to a great extent by its narrow field of vision. If you choose to use a sniper indoors, make sure to assign to him to at least one guard with an automatic weapon.

Attacking as a Team - Common Situations

Reconnaissance

Reconnaissance often sees you using "wild" shooting, or throwing hand grenades into places you wish to search. Remember that the enemy may be hiding around every corner, and you should therefore advance cautiously.

When moving about in interiors, the main question is who is hiding around the next corner. Take heed of the advice as described in Figures 36, 37, and 38.

In Figure 36 you can see how to safely negotiate the L-shaped corner. Enter the alley very quickly (side stepping); in fact, you should just look in quickly. Fire a short burst from your submachine gun or throw a hand grenade and then retreat. Quickly reload your submachine gun and look down the alley again. Instead of side stepping, you can use a somersault.

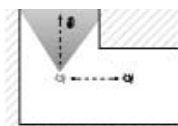


Fig. 36

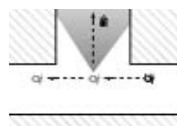


Fig. 37



Fig. 38

Figure 37 shows how to reconnoiter in corridors with a T-junction. Quickly side-step into the corridor, fire a burst from your submachine gun or toss in a hand grenade, then retreat to the opposite side of the passage. Quickly reload your weapon and look into the passage again. Instead of sidestepping, you can do a somersault.

Figure 38 shows how to negotiate a junction between two passages. Start the maneuver with a quick sidestep into the passage, or better - only a look in, fire a burst from your submachine gun or throw a hand grenade and retreat. Turn around to the other side. Quickly reload your weapon, wait a moment, and then look again into the passage. Instead of a sidestep, you can use a somersault.

Moving Past Narrow Side Streets

If there are enemies in the street similar to the one shown in Fig. 38, advancing your team could be hazardous. Proceed as follows: first, place one of your team in a position from which he can see into the alley from the side; then, with another soldier, sidestep and fire a burst from a submachine gun or throw a hand grenade. Continue to the other side. Don't stop to return! See Figure 39.



Fig. 39

Entering and Exiting Rooms

There can be various surprises lurking in rooms. When entering a room, apply the method as described previously in Moving Past Narrow Side Streets. After the explosion of the hand grenade, one soldier runs into the room and sprays it with a burst from a submachine gun, as shown in Fig. 40. Then quickly step aside to make way for the next member of the team. The size of the room and number of enemies present determine the number of your men running into the room.

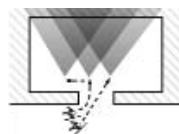


Fig. 40

If possible, exit rooms into passages that you have already cleared. If you have to enter passages that have not been searched yet, throw a hand grenade first. It will also serve you well to study the plan of the building and try to find alternative ways.



Moving Up and Down Stairs

Staircases are the only obstacles in interiors on which you can safely use a German (contact) hand grenade. Move very slowly to the edge of the stairs and throw the hand grenade on either the stairs or the landing (Fig. 41). Don't stick your head out! After the explosion, creep carefully to the edge accompanied by two members of the team (to provide cover).

The same method illustrated in Figure 41 applies for going up the stairs (see Fig. 42). Don't ever throw a grenade directly onto the stairs if you still want them to be there for you to use!



Fig.41



Fig. 42

In case of emergency, you can use British hand grenades equipped with a timing device, but be careful as they could roll down the stairs!

Using Hand Grenades and Explosives

Hand Grenades

During fights in interiors, use only British hand grenades, except for some specific situations. To throw one around a corner, bounce it off a wall.

Mines

Mines are not very effective in interiors. It is possible to create various traps, but as the skirmishes take place very fast, mines are not really the best way of eliminating the enemy.

Timed Charges

This type of explosive is suitable for destroying specific targets, not for direct fighting.

Bazookas and Panzerfausts

If you're not one hundred percent sure of what you are doing, don't use these weapons indoors-you could bring the whole building down around you.

Tips

- *Before going on individual jaunts, plan precisely and don't forget the rest of your team... Only cooperation with the other members of the team will lead to success.*
- *Submachine guns and hand grenades dominate indoor combat.*
- *Provide cover for the rear of the group.*
- *None of standard situations are all-round fixes. Improvise!*

Using Vehicles in Combat

Vehicles give the team a great advantage when fighting the enemy. The only disadvantage is the concentration of your men in one place. This exposes all your soldiers to the risk of being eliminated if an accident happens or if the vehicle is hit by enemy fire. This risk is less if you can use an armored vehicle.

Non-Armored Vehicles

Using non-armored vehicles in combat should be very limited, as they're completely vulnerable to enemy infantry weapons. Use non-armored vehicles only for transport, rather than in direct combat. The use of vehicles and its coordination with reconnaissance is described in the section Using Vehicles in Combat - Armored Vehicles.

Passenger Automobiles

Used only for transport.

Jeeps

It is possible to equip a jeep with a light gun. They are fast and can go almost anywhere, but they're very vulnerable.

Motorcycles and Sidecars

Motorcycles are fast and maneuverable, but very vulnerable. A very effective machine gun can be installed on the sidecar.

Trucks

If you have to fight from a truck, troops can shoot from the back of it. It is relatively slow and is very vulnerable.

Armored Vehicles

Armored vehicles cannot easily be damaged by fire from infantry weapons; they can prove to be very useful in accomplishing tasks. They are truly vulnerable only to antitank mines or to Bazookas and Panzerfausts.

Armored Personnel Carrier

An APC protects two members of the team adequately and partially protects the other two men against enemy fire. Moreover, it's equipped with a heavy machine gun and can provide the team with very welcome supporting fire. It can only be eliminated by heavy weapons (bazookas, tanks, etc.). You will find more information in Combat Strategy against Enemy Vehicles and Armored Equipment.

Tanks

Like the armored personnel carrier, the tank is also resistant to infantry weapons fire and some newer types even survive fire from heavy weapons. Controlling the gun turret is relatively simple, but steering the tank requires practice and knowledge of the machine.



Common Situations

Reconnaissance in a Vehicle

The most common obstacle is a corner. Even around the smallest of curves, there can be a tank lurking, waiting for you, or a soldier with a panzerfaust. See Fig. 43. First, place a soldier on the outer side of the curve and send another one through the terrain. If it is impossible to proceed through the terrain, advance along the inner side of the turn, walking on the road. The other soldier should be equipped with infantry anti-tank weapon (bazooka, panzerfaust).



Fig. 43

Attacking with Armored Personnel Carrier

See Fig. 44. Choose two soldiers from the squad, and equip at least one of them with an anti-tank weapon. Advance forward, widening the gap as you progress. Meanwhile, the APC's machine gunner is searching for infantry targets, covered by one infantryman. The anti-tank soldier can then destroy any tank he sees. If you can, attack enemy tank crews while they're "mounting up" — a tank without a crew is just a heap of expensive scrap metal.



Fig. 44

Tips

- *Don't get in the way of your own vehicle. It hurts!*
- *Don't forget to use reconnaissance.*
- *Use options and advice given in these chapters.*
- *If you decide to go into action alone, plan it precisely and don't forget that you are a team.... Only good cooperation of the team will lead you to achieving your goal.*
- *Use weapons installed on vehicles.*
- *Provide cover for your rear at all times.*
- *None of the methods that are mentioned in common situations are fool proof. Improvise!*

Combat Strategy against Enemy Vehicles and Armor

Vehicles and armor can cause you a lot of trouble. A few rounds from infantry weapons are usually sufficient to eliminate non-armored vehicles, but with armored vehicles and tanks, it is necessary to carry out some effective countermeasures.

Anti-Vehicle Weapons

Infantry Weapons

Infantry weapons such as rifles and submachine guns are very effective when used against non-armored vehicles, but they are quite useless against armored vehicles.

Special Anti-Tank Weapons

Specialized anti-tank weapons are heavy and unsuitable for fighting enemy troops, but they are exactly what you need to catch a Tiger!

Bazookas

The bazooka is a reloadable anti-tank system. It is not a very precise weapon, but it's your best friend when fighting enemy tanks.

Panzerfausts

This is a one shot anti-tank system. It is not a very precise weapon, but, again, it'll do the trick when needed. It is also lighter than a bazooka.

Anti-Tank Mines

These are cumbersome but effective weapons against tanks. Lay at least two mines in the path of the tank to be sure of a hit.

Non-Armored Vehicles

These are easy to steal for your men. The only exception is the armed motorcycle.

Passenger Automobile, Jeeps, Trucks

Any weapon can eliminate these vehicles. Dangers are the possible explosion of the fuel tank, and being captured by the enemy.

Motorcycles and Sidecars

If you let the machine gun installed on the motorbike shoot first, it could cause trouble for your squad. Eliminate the crew immediately after "eyeballing " it.

Armored Vehicles

These vehicles are very well protected. Their destruction by infantry is a very tricky task.

Armored Personnel Carrier

Infantry weapons cannot harm the crew of an armored personnel carrier. It is a good idea to use a sniper to eliminate the vulnerable machine gunner on top. Then a man armed with an anti-tank weapon can move in to destroy the vehicle itself.



Tanks

Infantry weapons cannot damage tanks; even an antitank weapon won't always work on the first try. A method is described in the section - Common Situations. Fig. 45 shows the vulnerable spots on a tank (colored gray).

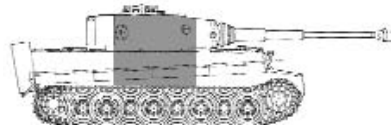


Fig. 45

Common Situations

How to Destroy a Tank

Place your soldiers as shown in Fig. 46. Place a soldier equipped with a bazooka behind an obstacle in the terrain and assign him one guard armed with submachine gun. As soon as the tank crosses the line marked on the sketch, fire a shot into its side. If you can hit the "bogies" (the wheels on which the tracks run), the tank is crippled and can be finished off at your leisure.



Fig. 46

Tips

- *Handle anti-tank weapons with care - they are very dangerous and can have very unpleasant effects. Remember the backblast of the bazooka or panzerfaust.*
- *Cover your rear at all times.*

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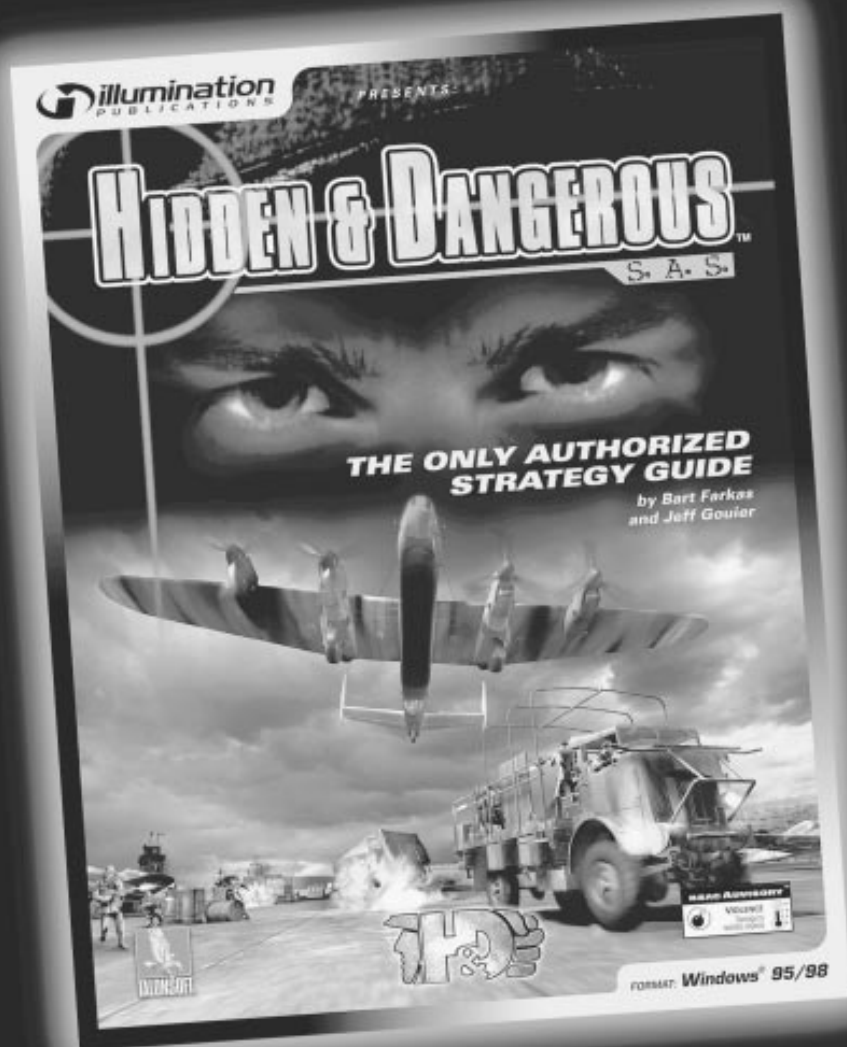
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